

# CRAP

ZX SPECTRUM

NOT A NEWSFIELD PUBLICATION  
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Oli Prey's old  
clogged-up  
airbrush!

Kick some ass with Imagine's  
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Destroy the Lego pixels as  
**OILBOY 5**

Piss everyone off in  
**ADVANCED CHAV  
SIMULATOR**

Be a 42 carat  
**PLONKER**

Find tat in  
**BLOGGO'S  
POW**

Press the  
advantage with  
**PAVERO'S  
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from insane readers in  
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**SPECTRUM**  
MONTHLY SPECTRUM SOFTWARE REVIEW  
**JOFFA SPEAKS!**  
The first interview with Jonathan Smith  
in more than 10 years!

# S.T.R.E.E.T F.I.G.H.T.E.R Z.E



**A**fter the immense success Imagine enjoyed with their previous "Megagames" *Psychopass* and *Bandersnatch*, all went quiet on the mega game front. Everyone thought they had abandoned their visionary formula of creating a bit pricey yet groundbreaking masterpieces for good and returned to churning out somewhat underwhelming games. That is, until now ...

## CRITICISM

"Fookin' 'ell innit! Just when you thought Imagine were content with releasing nothing but unadulterated trouser-fudge for the foreseeable future, not only do they strike back with an unexpected megagame, but one that I actually enjoy to boot! Back in the day, I spent countless hours in the chippy honing my Street Fighter Zero 3 skills, which were later put to good use in the "Rainbow Room" at a Whitley Bay arcade where some charva looking skip rat wanted my money so I just did a Ragging Demon on the 'cker then took 3 quid off him for good measure! Speaking of which: how I hate that damn Shin Akuma or Gouki c'nt, he's just way too OP! Almost as bad as that chinese slag, whasser name ... ah yes, Chun-Li! Anyway, great game, almost as good as the Yakuza series!"

DM BOOZEFREEK

Producer: Imagine  
Retail Price: £39.95 (including hardware add-on)  
Authors: Jim Gibson, Ally Nimble, Eugene Ewing



Following secret negotiations with Capcom and two years of research, programming and testing, Imagine is back with an absolute corker! This time, the add-on they've bundled with the game features a new chip that enables every single pixel to have its own colour and thus eliminates colour clash entirely, so despite what skeptical people may think, it certainly is worth the asking price.

The masterminds at Imagine have managed to cram most of the graphics from the arcade version into the add-on's massive 8 megabytes of memory, thanks to

## CRITICISM

"Wow! This game is something extraordinary! It is totally different from anything you've ever seen before. To start with, there's 25-30 items in the box. Sounds complicated? It isn't really. None of that 'Hype without substance' bollocks of other software houses! Since the arcade tunes couldn't be done justice on the old Speccy, Imagine even included a music tape which goes with the game. They also were thinking of having an LP made with the music which will be released soon. Splendid!"

GREENCARD

Ally Nimble who did an excellent job in reducing the colour count to compensate for the Speccy's smaller palette.

With the exception of World Tour mode, all the additional game modes that were added to the various home versions are present, and all the characters can be selected right away as Imagine was wise enough not to bother Speccy owners with the annoying "unlocking" mechanism that often plagues contemporary games.

The game offers the standard single player game, various versus options as well as a host of survival modes where you have to overcome every single fighter in the game with only a small amount of health being restored between rounds, so variety is guaranteed. There also is a training mode to get to grips with those crazy combos.

Actual gameplay is identical to the arcade version and allows the player to select from three different fighting styles which mainly dictate how the power bar at the bottom of the screen is spent.

## CRITICISM

"This is pure class! I've always envied Sir Eugene Ewing for being such a young lad, coming up with these quality games and driving a Lotus at a young age, but this time the Whizz Kid has outdone himself! I had a chat on the phone with him (well, he is one of our customers at Vodafone) and he told me Gibson only did about 10% of the code, so this game becoming a reality was pretty much down to The Master of Eugene's Lair! After the call I spent a great evening kicking arse in this game while feasting on self-made pizza, bevies and a spliff to round it all off. Nah, I didn't buy the latter, I found it amongst all the crap they'd put in the box. No wonder it's nearly 40 quid! Oh, the Ryu T-Shirt looked brow but didn't survive my washing machine, heavy shite min!"

ZX1

Sound is also rather impressive as the add-on includes all the voice samples from the original which are played back without interrupting the gameplay. The music however "only" uses the original AY chip of the 128k machines as according to Eugene Ewing, compromises had to be made to make sure the game can be sold for under 40 pounds.

## COMMENTS

**Control keys:** definable  
**Joystick:** Kempston, Sinclair  
**Use of colour:** out of this world, but obviously you pay (literally!) a price for this  
**Graphics:** intricately detailed sprites and backdrops  
**Sound:** great sampled speech and AY music  
**Skill levels:** 8 difficulty levels and a large number of gameplay modes  
**General rating:** an incredible achievement, contender for game of the decade

Presentation	92%
Graphics	99%
Playability	89%
Addictive qualities	93%
Overall	97%

Reviews  
PLONKER!

Producer: BBC Games

Retail Price: £8.99

Author: Wayne Kerr

Oh dear, Del Boy is gone! In this spin-off from the BBC's popular series *Only Fools and Horses*, disaster has struck Trotters Independent Traders as their CEO has disappeared!

You assume the role of his younger brother Rodney Trotter, whose business acumen, or rather the lack of it, will pose as just one of the obstacles you will have to brave in your quest for the road to riches. Riches? Well, you see, early on in the game it becomes clear that Del Boy has actually been kidnapped. The scoundrels have granted you a week in which you are to raise a million pounds as ransom – fail to deliver the dosh on time and you can kiss your beloved brother goodbye! *Quelle malade*, as Del would put it.



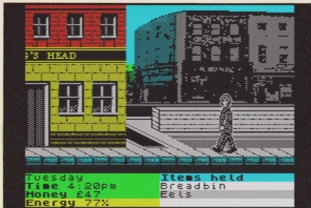
only one hand, but this game takes the piss! In the Nag's Head stage, it's impossible to dodge all the flying beer glasses and Uncle Albert ALWAYS puts me to sleep when I drink my lager!"

VAMPYRE

● "This is a rather interesting take on the Dun Darach formula with minigames bolted on – but these are way too hard. Running from the Driscoll brothers is futile as Trigger never sweeps the pavement pizzas out of your way in time! The strip poker game versus Marlene is fun, albeit she's VERY pixelated."

DAREN

● "I can't take it anymore, what a ridiculously flawed game this is! When trading goods, there seems



As you stumble around Peckham desperately trying to figure out how to tackle this crisis, various business opportunities present themselves. You may mop up vomit from the floor at the Nag's Head, steal luxury cars and flog them to Boycie or help Denzil getting illegal goods through customs. Or fetch the suitcase from the van and sell its contents – you have to locate it first, though.

Your energy levels regularly need to be topped up. Fortunately, every once in a while Uncle Albert shows up with half a lager (just avoid his war stories as you drink). Oh, and in all this commotion, Roy Slater is hot on your tail, so you better always have some bribe money ready ...

## CRITICISM

● "Such a shame! This could have been a great game, but the insane difficulty ruins it for me. I mean, I'd think of myself as a master gamer considering I can finish *Shadow Souls* playing with

► Skint fellow Dave makes his way to the pub in Plonker

to be a 90% chance of you ending up with broken lawnmower engines! And don't get me started on Damien – one touch = INSTANT Game Over, seriously!"

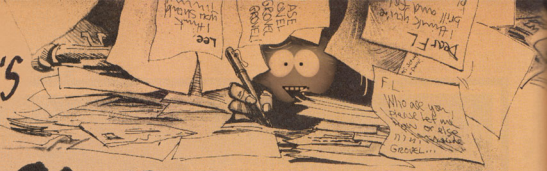
LEESPOONS

## COMMENTS

**Control keys:** none  
**Joystick:** Kempston  
**Use of colour:** fairly decent  
**Graphics:** detailed backdrops and nice sprites, but very jerky  
**Sound:** spot FX, poor little tune  
**Skill levels:** one  
**General rating:** intriguing little adventure spoiled by high difficulty

Presentation	52%
Graphics	65%
Playability	27%
Addictive qualities	21%
Overall	39%

LEE  
FOGARTY'S



These are busy times indeed. The WoS site over on t'internet is coming along nicely as we're doing the finishing touches to the site design. We've ironed out most of the bugs (touch wood) and are looking forward to the place prospering once again. Meanwhile on the forums, there has been some controversy regarding the misconduct of select members who seem to draw tremendous enjoyment from posting fake saucer pictures. Some of those were alarmingly vomit-inducing so I'm afraid we had to pull the plug on that section - the miscreants in question have been sent to jail too, serves 'em right... onto the letters then!

## JUST A LOT OF HOT AIR

Dear Lee,  
I'm writing in to discuss various topics. It's going to be long so bear with me. Now, this won't interest anyone who doesn't like L.A. SWAT, so if that's not you then you may as well move onto the next letter, or go and look at some Doctor Who photographs, but if you are a fan of L.A. SWAT (second best shooting game ever, IMHO) then you you've probably heard of LTD mode, which is an extra-hard (we're talking Incredible Hulk with a nuclear machine gun type hard) game mode. I've tried to test the most skilled of players.

L.A. SWAT has been completed in LTD (License to Die) mode, by several players (not me, sadly, I don't think I've completed one level in LTD), but the even harder DLT (Dark License to Die) mode was considered impossible on one level (Steel Mill), so players had to be content to beat the game on DLT on every level but Steel Mill. But last week, someone actually managed to do it, completing every single player level of L.A. SWAT in Dark License to Die mode!

For the uninitiated, when you complete L.A. SWAT on the hardest setting, you unlock a special mode called Horror mode, which is super hard, and so L.A. SWAT fans who wanted a more difficult challenge, invented License to Die mode, where each enemy does double damage.

Then, because there are people in the world who can beat the game with those settings (some players even speed-ran it!), Dark License to Die was invented, which is the same only the enemies take "lots" of hits to die. In superhero terms, this game mode is as hard as the Incredible Hulk with a nuclear machine gun, and him being backed up by Superman, Batman, Wolverine, and Spiderman.

And now we know it's possible to beat the game on DLT, which makes you wonder what else L.A. SWAT experts will add in to the mix to make the game more difficult. Two cheats the game has come to mind; enemy shields, and enemy rockets, which give the enemies each a shield (absorbs hits) and arms them with a rocket launcher

(makes them "much" tougher to face). You can beat someone's tried it :-o

For something completely different, in response to Morkin's letter where he claimed Army Moves was the best game ever while slugging off *Dynamite Dan 2*: In single player, Army Moves had no noticeable difference between skill levels other than the enemies (no more objectives, no opening up of previously locked areas), it has a two weapon carrying limit (I HATE that), rechargeable shields (I'm not keen on that, but it's not nearly as bad as a weapon carrying limit), levels that often looked very similar to one another, and mostly forgettable characters. On the plus side, it had very good AI for the NPCs, the vehicle sections worked much better than in most similar games (even to the present day), the game was a lot of fun (though I enjoy the DD games much more), and even though it had a bit of colour clash, it really showed off the graphical prowess of the Speccy. Since it's been more than a year since U.S. Gold bought Ultimate (and their output quality dropped faster than the housing values when DM Zoozefreek and Beanz move in next door), does anyone know what the Stamper brothers (Tom and Carl, I think?) have done since leaving Ultimate? I think many of us were hoping that they'd repeat their magic, and set up a company with the same levels of critically and publicly acclaimed output as in their early days. But I don't remember hearing anything about them since, not even that they'd left the games development industry

altogether and had bought a Jamaican island to set up as their own private king. (Snip! - Ed.)  
ewgf, Clacton-on-Sea

Jesus christ, I've seen long letters in my life but this went on for SIX pages! Can't be arsed to reply...  
LF

## INDIAN SPIRIT

Dear Sir,  
It was with great interest that I read your article about the Indian Speccy scene in the previous issue. However I feel it is my duty to point out it contained a number of errors that would paint a wrong picture of this nation to anyone daft enough to believe everything they read in the press.

The biggest problem was the glaring omission of some of our best games. Have you not heard of marvels such as *Horace goes to Bombay*, *Goa Goats*, *Hindiana Jones or Dhalism's Long Legs Of The Law*, to name but a few? I'm sure you'd be impressed by these games and I'd reckon they all are worthy of a Smash! Instead your article only showed some rather lacklustre examples. Such misrepresentation will not stand!

While you did correctly identify the building in Poona where the Decibell Speccy models used to be built back in the day, the photo was totally wrong. It's the boarded up entrance of a former Aldi in Ambalipura. Fun fact: it had to close because they kept selling out of date Curries that gave people the runs.  
Arjun Nair, Bangalore, India

Oh will you stop complaining, you muppet! If it wasn't for the Commonwealth you'd still be living in a straw hut eating mud everyday. I think the games we showed in the article were just fine. Bovine Bover is great and Karinalg said he plays 1000 People On Top Of A Train all the time (it's fun to speed up, then suddenly brake and see all the people flying through the air). As for Decibell Speccys, they are a bit loud eh?  
LF

## NO MAG FOR THE IBERIANS

Hola Lee,  
I'm a Spanish reader and big fan of your magazine. Unfortunately *El Corte Inglés* (it's a big store and I used to buy it there) has recently banned it because of all the foul language used in the reviews, so these days thanks to Brexit and you not doing overseas subscriptions anymore, I'm forced to travel all the way to Gibraltar to pick up the latest issue. And the bastards charge me an outrageous €9 for it!

Moving onto the topic of Spanish games, I feel you are biased as you often give them bad ratings. Like that weird *Forest Walking Simulator* - well, interesting, never heard of that game and I follow the spanish software scene religiously. Investigating further it turns out this game isn't even from Spain but Andorra! Close but no cigar, as they say.

By the way, what happened to the Song Title Story you used to print in the forums? It was fun to read and I was just about to participate for the first time only to see it disappear without a trace.

I'm off now to watch some barbarous sport featuring bulls, so see ya next time!  
Juan P. Ramirez, Málaga, Spain  
PS Lloyd Anagram is a wvrat

Lloyd? Who? We sacked that guy months ago as he kept putting too much cluttered game into our teas. Your woes about obtaining the magazine don't concern me and as for the 'best' - bollocks, we rate ALL foreign games like that! The Song Title Story was getting out of hand but there's still the Three Word Story if you like that.  
LF



## ADVANCED CHAV SIMULATOR

Producer: Code Basterds  
Retail Price: £2.99

Author: Matt Burberry

Nothing to do, and all day to do it in! This latest addition to the Codies' never-ending Simulator series demands the player to cast all decency aside as he enters a world of depravation, impertinence and utter imbecility.

Upon starting, the game generates a male chav from a very bad neighbourhood with a random distribution of a number of stats, namely IQ, loutishness, inbreeding coefficient, alcohol tolerance and guile. Naturally, some of these will always stay above or below a specific threshold but can be slightly changed (usually for the worse) through *chav tokens* which the player will be able to obtain over the course of the game.

The aim of the game is to "enjoy" a feral existence in reckless abandon, usually at the expense of others, while avoiding work or contributing to society in any positive manner. Amongst the first objectives are basic human needs like a craving for junk food, cheap cider and subsequently having to relieve yourself in any inappropriate place you can fit. However, ever you do, it is important that it inconveniences the NPCs roaming the game world as this is the only way to earn those rare and coveted chav tokens. They

are required to "improve" your stats, which in turn will open up more possibilities. For example, you need at least fifty points in loutishness to be able to destroy bus shelters; causing destruction reveals paths to other council estates. A very high inbreeding coefficient helps in ensuring your offspring (which serves as extra lives in this game) will share most of your traits.

After you have made yourself known in a number of estates by generally being a complete and utter fuckwit, you will eventually draw the attention of their respective alpha chavs who all are quite a bit older as well as much stronger than you. Since your character will never be able to hold his own in a proper fight, your only chance is to greatly outnumber the alpha chav by gathering a dozen mates in each estate.

The game ends when an alpha chav "gets" you, your benefits are cut or your ASBOs exceed five.

### CRITICISM

● "Heh, this feels like my childhood... I was very impressed by the premise of this little number as it is such a cool idea for a game. Our cocky thieving charva scumbag convincingly moves his carcass about the place,



► 17 year old delinquent Tyler is up to no good as he prepares to throw his half-eaten kebab at an innocent bystander in *Advanced Chav Simulator*

tossing either abuse or trash at anything that moves. I liked the sound effects – the realistic shattering of glass as you turn yet another bus shelter into a pile of shards almost makes you want to go out and try the real thing! However, the reversed controls after even just one bottle of alcohol take a lot of getting used to!"

MELTHEBELL

● "Tons of oiks walking the streets in this game, very menacing. Think its quite fun despite some glaring limitations. Yeah, I know it's a simulation but don't like how you can't raise your IQ above 42, just ridiculous. Though do love seeing a twat who's had a few too many wine gums getting slapped so I walked into alphas on purpose to see the death animation lol."

PSJ3809

## BLOGGO'S POW

Producer: TOGYPNHO  
Retail Price: £4.99

Author: R. Swaine

Color bilmeys, are they still doing these? Terrible Old Games You've Probably Never Heard Of is F.A.S.T.s label for re-hashing old titles that didn't make them any money first time round thanks to piracy (or maybe because the games simply were crap so no one bought them).

To say the plot of this game is rather convoluted would be a bit of an understatement. Apparently, one day at the market, a dubious man called Bloggo was selling "forgeries" but got arrested after David Ward had found copies of Hunchback amongst the offered wares. After a few years in the slammer, Bloggo went on to make a modest living selling fake violins. All was good until he was approached by local mobster Antonio Stella Bottom Tile and his servant Ji Plug Pu Melon Nai, who threatened to transmogrify him

unless he left town pretty pronto. But Bloggo wasn't going to back down this time! He turned to an old friend who was known to keep strange things on 'The Shelf Of Interesting Items' next to his old tattered couch. In return for more tat to add to his shelf, Bloggo's friend promised to build a weapon to destroy the evil mobsters – the ultimate weapon that would later become known as *Bloggo's Pow!*

### CRITICISM

● "Dearie me, what a concept! Locate items, take them back to the friend and he'll review them on an old, worn-out sofa. Seems he is very hard to please! Who on earth came up with this? After enduring this rubbish, games you'd normally steer well clear of (like *Renegade IV* or even *BMX Samurai*) will feel marvellous in comparison!"

ASHENS

● "From the people who brought you such illustrious titles as Aunt Attack, Widow Of The Priest and Gregory Loses His Cock come yet another commercial failure. Not only does the game run at a snail's pace, it also is prone to crashing every other minute. With 'friends' like this, poor Bloggo doesn't need any enemies in the first place: if you bring him an item he doesn't like, he shows his discontent by burning it with a blowtorch!"

BLUCE REE



● "Well, I'd rather be interrogated by Matteo Messina Denaro than play this game. If that curmuto of a friend keeps frying my items I'll make him an offer he can't refuse... or I'll just drown him in the harbour of Messina. The game has

► Some nicely animated hands flail about as the mysterious friend looks at the tat you've brought him this time. A chess connoisseur?



● \* Man! There's so much crazy shit you can do, this is a true sandbox game! I stole a lighter from an NPC and combined it with three bottles of Old Granny's Finest to create a huge bomb. When I tossed it at the pimped up Vauxhalls in the car park, the chain reaction took out at least fifty cars which finally unlocked the 4th ASBO required to buy the full set of Bling from Baz the local nutter. But I still haven't figured how to get the minigun supposedly hidden in a crate behind Lidi ... I sooo wanna go on a rampage! "

POLOMINT

## COMMENTS

**Control keys:** E/D up/down, O/P left/right, SPACE attack, 1-6 select object, T toss object, R relieve yourself, I insult nearest NPC, S steal, F flee, C use cell phone, M open map / spend tokens  
**Joystick:** Kempston, Cursor  
**Use of colour:** a bit of colour in the backgrounds but mostly monochromatic

**Graphics:** smoothly moving characters, lacking detail  
**Sound:** some amazing spot FX and a handful of rap and techno inspired beeper tunes  
**Skill levels:** two: 'ard and well 'ard  
**General rating:** fantastic

Presentation	53%
Graphics	51%
Playability	38%
Addictive qualities	69%
Overall	49%

nice music though. Symphony No 3: 'Erica' by Beethoven in the pause menu is particularly impressive, but what moved me most was the variant of 'Canon in D' by Pachelbel that plays during the Game Over scene as your character is riddled with bullets by the mob - Mamma mia, I'll admit it made me cry!

AL GRUSSONE

## COMMENTS

**Control keys:** definable  
**Joystick:** Protek  
**Use of colour:** sparse  
**Graphics:** simple objects and a cozy couch backdrop  
**Sound:** 13 different classical tunes and a few spot FX  
**Skill levels:** nine  
**General rating:** an extremely tedious tat collection quest, only redeemed by its music

Presentation	34%
Graphics	48%
Playability	25%
Addictive qualities	12%
Overall	28%

# OILBOY 5

Producer: Oechtelsoff  
Retail Price: £7.99  
Author: The Mad Guys

**O** riginally an Amstrad CPC game, *Oilboy 5* has finally made its way to the ZX! Subtitled *The Kiki Malda Chronicles*, the game takes place in a forsaken dimension called The Realm of Chunky Pixels.

After an ancient power intent on freeing the universe from colour clash and shades of brown known as the Kiki Malda clan had plunged countless worlds into disarray by turning their leaders into a Legopixelated mess, Earth sent its answer: *Oilboy 5*, the latest state-of-the-art battle cyborg designed to kick some major ass.

## EINAR

"*Oilboy 5* employs a rather unusual set of weapons to vanquish his foes with and this is reflected in unusual controls, resulting in clunky gameplay that somewhat detracts from the stunning visuals. These are top-notch, made possible by an ingenious graphics engine which displays attributes in four times the standard resolution. The infamous Chunky Ones are rather ugly though in their double-wide pixel 'glory'. Nevertheless a very solid game!"

## R-TAPE

"Well, colour me impressed. This game boasts some of the best graphics I've ever seen, and all without the need for an expensive hardware add-on! But alas graphics alone do not make a superb game and this is where *Oilboy 5* slightly misses the mark. While fun to play, controlling the oily fellow is a bit of a chore at times. It is all too easy to miss enemies with the pole attack or to fall into lava despite your best efforts. If it wasn't for these nitpicks we'd certainly be looking at a Smash, so get your act together, Oechtel lads!"

His mission: to infiltrate The Realm of Chunky Pixels and exterminate all members of the Kiki Malda clan because if they were to succeed, it would spell doom for both the Sinclairian Domain and the Commodore Empire.

*Oilboy 5* is equipped with a number of weapons. His mainstay is the powerful Specky 128k Supergun which deals with most foes at range, however Chunky Ones must be dosed with Half-Pixel Oil to turn them back into regular shape. A long wooden pole puts paid to any creature getting too close while short-range thrusters may be used to clear wider gaps. Finally, there's a Rage attack - for emergencies only ...

## RALF

"Good old Oechtelsoff, they never fail to deliver on eye-candy. The great graphics aside, random enemy spawns are a very bad idea. For the most part they aren't a major threat but in later levels you may well have to deal with a combination of Mericarols, Epsilons and Gran Sorcerers all in the same room which makes for an unwinnable situation where even Rage won't help, control issues not even taken into the equation. Still, I enjoyed the game and will prevail as I'm eager to see the final boss MacDeath choke on his own blood!"

## COMMENTS

**Control keys:** Q/X jump/duck, K/L left/right, SPACE Attack, W switch weapon, S thrusters, R *Oilboy Rage* (once per life)  
**Joystick:** none

**Use of colour:** outstanding  
**Graphics:** nicely animated sprites and detailed backdrops  
**Sound:** grating sound effects but amazing Synthwave music  
**Skill levels:** one  
**General rating:** a highly polished product, suffering from minor gameplay issues

Presentation	85%
Graphics	94%
Playability	59%
Addictive qualities	74%
Overall	87%

► Our hero is facing two Recons and a rather deadly Mericarol. Get hit by its breath sphere and it's curtains for *Oilboy 5*



# PAVERO'S PLAYING TIPS

Pozdravy, dear readers! My name is Pavel Pliva (aka Pavero). Over the years, I've mapped the hell out of any Speczy game I could get my grubby mitts on. Since former tipster Mick Roberts threw in the towel and both Lloyd Tangram and Robert Candy were nowhere to be found, those guys at CRAP asked me to take over. How could I refuse? Fortunately Hannah Sith taught me all she knew to get me started, so here you are — my first Playing Tips edition. Enjoy!

## ZX SCENE ADVENTURE

This epic quest featuring a number of protagonists from our scene has perplexed many readers due to its unorthodox nature. But fret not, for Jamie Angus from Inverness saves the day with part 1 of the solution!

- Pick up key, north, north, north, use key, north, examine trashbag, pick up cassette, west, south, talk to shifty bloke, south, east, east, open window, climb in, turn on ZX Spectrum, use cassette, hide behind door, wait, wait, wait, knock out boy, examine boy, take keys, take chewing gum, take marbles, climb out, west, west, north, wait, wait, smash window, north, west, open locker, take cockroach, take Snapper discs from Velesoft, close locker, east, south, jump over shards, south, east, east, (11%)
- Throw cockroach at old granny, examine handbag, take pension, take fake teeth, north, wait, wait, cross street, east, east, talk to receptionist, reply 'R', reply 'J', go through gate, up, up, open door, show Snapper discs from Velesoft, insert discs, wait, wait. (23%)

- Turn SAM Coupé to 6 MHz, wait, listen, listen, listen, listen, wait, listen, take USB stick, listen, listen, exit room, down, down, call receptionist, go through gate, west, west, south, south, use chewing gum, pop bubble, take teleport controls, down, east, set teleport location to 7, use teleport, west, north, knock on door, talk to man, listen, drop fake teeth on brown couch, look at shelf of interesting items, listen, pick USB stick, south, east, (35%)
- Summon teleport, set teleport location to 3, use teleport, north, enter Cash Converters, offer both USB sticks, take money, south, west, west, talk to Pusher, buy white powder, west, south, talk to shifty bloke, drop white powder, pick up Walkman, west, throw marbles on the ground, ring doorbell, hide, wait, wait, examine geezer, take keys, north, east, summon teleport, set teleport location to 2, use teleport, north, use keys, enter shed. (48%)

So far, so good. Keep your eyes peeled for Part 2 (next month)?

## FOXX FIGHTS BECK

Our reader David Campbell from Whitty has sent in a few tips to help you survive in this classic by Imagine Works.

The most important thing is timing, you'll learn this in your first fight against the two dancing chicks in the graveyard stage. They are easy to beat, so practice your moves here. Once you are confident, finish them off and proceed to the exit.

When you're done burnin' down the trailer park, you'll encounter the forces of evil in a bozo nightmare — one's got a weasel and the other's got a flag. Evade their initial flurry of attacks and keep dodging, the bigger one will eventually hang himself with a guitar string by accident so you can defeat the other one with ease.

The final stage versus Beck isn't too hard. Just trade the cash for the beef for the body for the hate, this will confuse Beck so you can easily get a few hits in. Aim for his mouth when you use the broken baseball bat, he'll be chokin' in the splinters. Once his life is in the red, he's a loser baby so why don't you kill him?

## CORNHOLIO'S MASSACRE

Beavis is going bonkers in this tie-in that got a well-deserved Smash in May. Michael Lawler from Liskeard has a few useful tips to make your life easier.

Try to drink all the soft drinks you can find in Stewart's house. Be quick about it or his father will lock them away. Next, sneak into Stewart's room and uncover his secret candy stash under the bed. Eating all of it should give you enough sugar to be able to finally transform into Cornholio.

When confronted by Principal McVicker, throw TP at him; five hits will make him dizzy. Switch to the Burrito Cannon and blast him. Repeat until he falls off the ledge. (This should prove fatal.)

After you have caused at least 10 fires, Mr Buzzcut will start hunting you down. Let him

follow you until you reach the Cave Of The Great Mighty Loo. This is an homage to *The Stamper's Bad Fur Day* and serves as the final boss.

Dodge the boss' attacks (you can throw TP at him to slow him down) and wait for Mr Buzzcut to get close. Parry his combo and quickly move to his back. Now switch to the Flaming Gigabomb you found in Anderson's garage, attach it to Buzzcut and kick him towards the middle where the boss is. Both will perish in a huge explosion!

With the big smelly thing destroyed, Beavis can go home and have a nice cup of tea and put his feet up.

## ADVANCED CHAV SIMULATOR

The game hasn't been out for more than a week but trusty ol' Graeme N Goodwin from Warwick has already gotten to grips with it. Take it away, Graeme!

Obtaining your 4th and 5th ASBO will unlock a few things but the game won't tell you about them. Here's what I found out so far...

After the 4th ASBO:

- Buz offers a few more items, including some 'Bling' stuff which is extremely useful as it raises your stats above the max cap. This way you can actually get your IQ all the way to 55! By the way, never ever try to steal from Baz — he'll make mince-meat out of you!

- The corner shop south of the Hoodlum Estate now stocks 5L bottles of White Lightning.
- Faster Vauxhall Novas on all roads, so be careful!

After the 5th ASBO:

- In the Scots Estate, there's a house with a 'problem neighbour' on the upper floor. Bring him some booze and you can spend the night there watching TV and making noise. This will really cause distress for the other tenants, earning you a large number of chav tokens.
- North of the Brickie Estate you'll find a lane skirting a rugby pitch. If you wait around, this twat on a unicycle will come riding past the wall next to the lane. Throw glass bottles at him, surely he won't fall, but as he scampers off he'll drop an item you won't find anywhere else. Note this only works once per game and the item seems to be random. I've gotten an antique phone which I sold to Baz for a tidy sum.

- Destroying the final bus shelter will clear the path west of the Jaywick Estate. This leads to a gate which is unlocked with the key you get by defeating Fat Franky. Past the gate there's an ancient lift — using it will take you to Crawlermax's Lair. I've no clue how you're supposed to survive against this thing, after about 30 tries and always failing I gave up on it. Maybe a smart hacker can supply a POKE?

*Steve Davis*  
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## REPEL THE AUNTS

Well, is Quacksalva's Sandy Bright an evil genius or what? After the release of Aunt Attack, we were inundated with requests for POKEs or a hack! Everyone said the aunts are too persistent, which made the game practically unplayable! We asked the Cheeky Hackers for help - thanks to their little program, your worries are over: pressing 'C' will now spawn a cake that lures both aunts away from you!



- 10 REM AUNT ATTACK
- 20 REM BY THE CHEEKY HACKERS
- 25 REM CRASH JUNE 2020
- 30 CLEAR 49151
- 40 RESTORE
- 50 LET T=0; LET U=1
- 60 FOR F=64000 TO 64063
- 70 READ A: LET T=T+U\*A
- 80 POKE F,A: LET U=U+1
- 90 NEXT F
- 100 IF T<>97425 THEN PRINT "SOME ERROR, HUH? TOO BAD!": BEEP 10,9: RANDOMIZE USR 0
- 110 PRINT AT 4,4:"START THAT TAPE OR I'LL LOAD SQJ INSTEAD!"
- 120 RANDOMIZE USR 64000
- 200 DATA 252,33,209,252,1,231,2.62
- 210 DATA 33,199,252,229,51,51,17,209
- 220 DATA 79,195,172,98,33,150,195,227
- 230 DATA 21,3,33,253,94,62,202,237
- 240 DATA 98,229,51,51,17,163,252,1
- 250 DATA 237,94,33,124,195,229,33,172
- 260 DATA 234,6,205,86,5,48,241,243

## BREX-IT RALPH CHEATS

We have received a number of cheat codes for this recent release by FarageSoft. Simply pause the game and type in a code, then unpauses to confirm. A short jingle based on the song 'Should I Stay Or Should I Go' will play if it worked. To undo any cheat, type it in again. Credit goes to Nigel May from Leavington Spa.

- DIET - makes the Pound(s) drop
- DOORSCLOSED - outsiders can't enter
- GOODHEALTH - an extra 350 million points to spend on health
- POWERUP - raises the level of all border sentry guns by one
- REMAIN - immediately ends the game so you don't have to reload
- SENDEMHOME - gets rid of all outsiders currently inside border
- TAKINITBAKININIT - replaces a random number of outsiders with pikays

## SINGLEFACE POKES

Here's a bunch of POKEs to use with *Pedantic Robot's* magic box, with thanks to Jon South, Gerald Spleeny and Chaospongers.

- A BRIDGE TOO CLOSE (No Garden Markets) 24576,0
- ALL NOISY ON THE EASTERN FRONT (No butterflyflies) 47960,201
- APOCALYPSE LATER (Evening Napalm) 57984,255
- BRAND OF BOTHERS (Sobel behaves nicely) 43662,0
- CATTLE OF THE BULGE (No mountains, just grass) 35899,0
- CHEESEBURGER HILL (Invincible friendly helicopters) 40937,101
- DAS BOAT (No running Monty) 34567,0
- DIED ON THE FOURTH OF JULY (Cruise missiles) 65368,192
- ENEMY PAST THE GATES (No sniper rifles) 52290,0
- HALF PLASTIC JACKET (Leonard Pyle survives) 22528,255
- LAWRENCE OF SIBERIA (Snow replaces sand) 32769,201
- PEAR HARBOR (No Ben Affleck) 16384,0
- POSTCARDS FROM IWO JIMA (Infinite stamps) 44925,0
- SAVING PRIVATE JAMES FREDERICK RYAN (Minnesota) 37752,0
- THE BRIDE OF REMAGEN (Explosive wedding gowns) 41649,33

## SKOOL'S OUT SO GEAR UP FOR THIS TIME IT'S WAR!

Many readers have asked for help with *Combat Skool Daze*. In true Microsphere fashion, this latest offering by the Reidsys has proven to be fiendishly difficult. We turned to our very own war expert Sean Blaterson who breezed through the game. He spent days compiling these tips to guide you through this grueling ordeal!

Before we get down to the nitty-gritty, let me tell you there is no such thing as an optimal or foolproof strategy for the game as the leader stats always differ slightly on each playthrough. This was a deliberate design decision by Mr Reidy to increase replay value.

You may tackle the **Rockitt**, **Withit** and **Creak** campaigns in any order you like, but in my experience it has proven worthwhile to begin with the **Rockitt** one which starts in your school. Earning Science points early on will provide better guns for Eric, unlocks stronger bombs for Einstein and a Catapult upgrade for Boy Wander. Angelface, what with him being a thcko, is the only character who won't benefit much from Science but that's alright. When dealing with Rockitt's Science Kids, keep an eye out for those equipped with Tesla Guns as they do hurt plenty, though they only work at close range. Boy Wander should snipe them with his Catapult before they cause any trouble.

For the next two campaigns, the order doesn't matter too much but I usually go with the **Creak** one. History points can be spent on Tactics upgrades. The best one is the powerful **Pincer Attack** for Angelface and Boy Wander, so get this one first. **World War One Knowledge** will add Poison properties to all of Einstein's bombs. As you advance through the trenches near the end of this campaign, watch out for the booby traps Creak has left. They can take out Einstein in a single hit so it's best to send in Angelface first. Take it slowly, use Boy Wander to check for landmines (using binoculars) frequently and you'll be fine.



This leads us to the **Withit** campaign. The Geography branch does not feature that many good upgrades which is the reason I do it last. Amongst the better upgrades are **Spatial Perception** which gives you increased speed when changing positions and vaulting obstacles, and **Human Map**, which is nice to have for Angelface as it highlights weak points in the bodies of the troop types he encounters. This translates to a 20% increase in the critical hit rate of all his melee attacks (when fully upgraded). Unfortunately most enemies are better dealt with at range so its usefulness is somewhat limited, though it will come in handy at the end of the campaign as Withit has a tendency to deflect projectile-based attacks - simply move in and pummel his ass!

Once you have dispatched those three foes, it's time for the dreaded **Wacker** campaign. He is unwilling to share his knowledge with you so there are no points to be gained here! What's worse, the path to his bunker is a long and painful one. Be wary of the **Math Horrors**, as they may throw **Fractanades** which will temporarily halve either your offence, defence or the number of bullets your guns can hold. As they are quite resilient, a good way to take them out is by using Einstein's **Poison Finger** (auto-learned at Lv. 13) to infuse Angelface with **Mumps** which lasts 60 seconds. Now have him touch as many **Math Horrors** as he can as this completely disables their throw attack.

Get past all this and you'll eventually face **Wacker** himself. He'll frequently use **E-MC** to boost ALL his stats, so if you see him casting it, move away and dig yourself in until it wears off. This is mostly a battle of attrition, so use all the resources you have amassed on the way. Once his cane breaks, **Wacker** should fall quickly. Hooray!

I know it's ever so tempting, once you've discovered some vitally fascinating **POKE**, cheat or tip, to jump on a plane and travel all the way to **CRAP Towers** to hand it over to us, but this has to stop. At first it was nice to meet our readers face-to-face, but when they started following us home after work it got a little creepy. Roger Means even had to be sent the shit out of one particularly obnoxious lad, so please, do us a favor - SEND your type by 'snail mail'. The address is: **PAVERO'S PLAYING TIPS, CRAP 39 GROVEL HILL, LUDLOW, SHROPSHIRE SY8 1DB.**

# GO ONE BUT NOT FORGOTTEN

Jonathan M. Smith (1 Feb 1967 – 26 Jun 2010)



*It's now been ten years since one of the most talented and respected Specy game programmers was taken from us. We've all been missing him, and not content with just twiddling our collective thumbs for another decade, we sent our intrepid reporter XTM of TMG to boldly try what no one had tried before: to contact Mr Smith by means of a 'medium'! This is his story . . .*

**S**o here I was, waiting for that old hag Madame Blavatsky to open the door, all the while thinking if this was a good idea . . .

yet there was no turning back as our editor Roger Mean had left no doubt about this - 'you either pull this one through or I'll have you play every single Jet Set Willy clone there is to completion, and without any POKES too, you hear me?' is what he had said to me before giving me a swift kick and shoving me out the door.

I was still chewing on this when I heard footsteps from inside, and seconds later the world-famous medium stood before me. Losing no time for pleasantries, she ushered me in and motioned to a gnarly table surrounded by a bunch of creaky old armchairs.

'Well then, who is it that we are going to contact today?' she asked. When I replied that it was Joffa, her face brightened up! Her son had been a big fan of Joffa's games and she had approved of the *Hysteria* poster that hung on the wall of his bedroom for many years.

'Alright then, son. Close your eyes and concentrate! Joffa will speak through me, so go ahead and call out to him' she said, so I did . . .

Errm ... hello? Jonathan Smith? Joffa? Are you there?

*Huh, what? Who is this? Sod off!*

Wow, calm down old fella! It's XTM from the WoS forums where you used to post as frobush! Do you remember?

*Holy crap, the WoS forums? Oh yes, I sure do remember! Damn, you guys took your time eh? I was waiting and*

*waiting, hoping someone from the world of the living would figure out how to contact me here in the afterlife, but I eventually got bored and trailed off.*

**Wait, what? You were waiting?**

*Yeah, look ... after I left this world of yours, I naturally turned into a ghost! So while I could still observe what all you scamps were up to, I had no way of interacting with any of you. A bit like Patrick Swayze in that film with Demi Moore, y'know?*

**That film ... wasn't it called Ghost?**

*Yeah, I've seen it. Erm, you said you've been following us closely? Well, not really closely. I mean, there were dozens of you and even as a ghost I can't be everywhere at the same time! And obviously I was checking on my family first ... saw the Frobush flower arrangement thing you guys sent ... my parents and my sis were quite moved by that. Aww, still brings a tear to me eye despite us ghosts having no tears. Please convey my gratitude to all who were involved back then, okay?*

**Absolutely! There was a long forum topic with everyone expressing their condolences after you were gone and when one of our forum members received an e-mail from your sister, the idea for a wreath was born, which then turned into the 'Frobush' flowers. Do you know someone actually had suggested 'Sod Off' instead of that?**

*Really? LOL! That's hilarious! I'd have liked that, but not sure how my mum would have reacted. Yeah, the funeral, that was a weird experience.*

*Mark R. Jones and Paul Hughes were there, some of my Ocean co-workers from back in the day in case you don't know. Was nice to see them showing their regards.*

**Oh we do know! Mark R. Jones used to be a regular on the forums, though he rarely posts these days. He always spoke highly of you, but then pretty much everyone did! You've been quite an inspiration for many, even though you were a bit - dare I say it - odd at times ...**

*Odd, me? What do you mean? Ah, wait, I know! You're talking of my YouTube channel, eh?*

**Damn, can you read my thoughts? Okay, maybe I shouldn't have called you odd. I'm sorry.**

*Nah, no need to be sorry, it's fine! I was bored out of my mind here so I'm glad to be able to talk about some odd stuff! Beats hovering above the local Tesco's parking lot watching drunk scumbags getting into fights.*

**Ah, so you actually can fly as a ghost? You know, I never had the opportunity to talk to one, so I wasn't sure ... but why would you watch some idiots fighting each other, I mean couldn't you just go wherever you want?**

*Sure I can! But I'll have you know, life as a ghost ... erm, let me rephrase that, 'afterlife' as a ghost isn't so glorious. At first I was thinking of all the cool places to go. Check out the Grand Canyon, float high above Mt Everest, enjoy the Amazonas rain forest ... sounds good eh? The catch being, I can't go any faster than what the average human is able to run, so*

getting anywhere can take weeks or even months! I did some exploring over the years, but currently I'm back in England. At least I can get across the Runcorn/Widnes Jubilee Bridge at around 9.00 am in the morning in less than a day now!

Hold on, that sounds familiar! There was this bloke on the forums in a topic about Widnes, said he was sick of travelling from home to Windmill Hill, 2 hours in the morning, 3 on the way home. **THE MURDER BUS! LOL!** After all those years I still feel sorry for him! Speaking of murder, you seemed to be quite adept at creating all kinds of bombs ...

Ah, my onion crisp bombs? They weren't flammable, you needed 'bits' to scatter about when they 'went off'. Wasn't there another one with a 'Corn Flakes' box?

The good old 'Cornyflaker'! I used that to scare off some annoying girls who had left litter in my front yard.

Yeah, the video was quite popular, it's still on YouTube. Did you know I even managed to find where your house was in Widnes by looking at a few photos had you posted on Flickr coupled with a bit of info you let slip on the forums?

What on earth ... go on then, I'm all ears, where was my house? I don't mind if you publish it, maybe there's a bunch of nutters who would like to go on a pilgrimage!

Aye, it's on Deirdre Ave, won't reveal the number though.

Correct! You're quite the stalker, aren't you? I went there two months ago. The geezer who moved in after me still has my old ducks I left on the



▶ An action shot from the Ocean 'dungeons' at 6 Central Street, Manchester. Following an incident involving flying eggs, Simon Butler and Gary Bracey had to make sure Joffa didn't do something he may have regretted later.

loo! Think my sis made him promise to not ever move them as part of the deal. Which means he can't use that particular toilet and always has to go downstairs! Haha!!

Sounds cruel! But good to know, I'll send one of our boys round so he can take a picture of the loo for the article.

Yeah, that'll be spiffy. Any other pictures? I hope you won't use any of the imagery from that Commercial Breaks debacle filmed at Ocean!

No worries, I won't. But there's this one picture of Simon Butler and Gary Bracey restraining you, it looks quite dramatic and I was thinking of using that. Can you explain what that was all about?

Oh dear, that pic with Si and his killer gaze! That day, Jim Bagley kept taking the Mikie out of me. I tried to shrug it off but the bugger started throwing eggs at me! I went ballistic and wanted to give him a bloody lip, but Gary wasn't allowing for any fighting to ensue in his dungeon. He and Simon pinned me down and I was told to leave early. Bollocks!

Hmm, that looks like bullying to me. Were there any consequences after the incident?

Nah, the next day I came in an hour before everyone else, so I hid and waited for Jim to arrive. When he did, he got a rotten ostrich egg right on his conker and we were even! LOL! Eggs ... that reminds me of food. And of saucers! What happened to that game? Neither 'Saucer' nor 'Christmas Pudman' ever surfaced!

I believe my mum put all the stuff from my house into storage, but I think she may have sold my game assets to Cronosoft, as I was in

negotiations with them in early 2010.

That's all I can tell you!

I see. Not much we can do about that! By the way, have you been keeping tabs on events in the Speccy scene? Martijn left World of Spectrum behind a few years after your death, and in 2017 there was a bit of a split of the western scene which resulted in quite a few people migrating to a new community, Spectrum Computing. So now we have two major sites as far as the English-language ones are concerned. I'm not taking sides here as I'm more of a spectator standing on the sidelines so without going into detail too much, I'll say it's slightly saddening to see the current state of affairs. Do you have an idea how this could be resolved?

Well, you know I can't actively use the internet, so if I want to read on forums or watch YouTube, I'll just go to my nearest Spec-chum and hang around in the hope they'll surf the web and look at something relevant to my interests. I like Kim Injustice and Nostalgia Geek, very entertaining ... oh, you wanted me to talk about those two major Speccy sites, eh? You know, if I was in charge, with all the knowledge and wisdom I've amassed in all my years including those in this non-corporate form, I'd do one thing. I'd get them all together sat at one big table, hand out a bunch of drinks and once everyone was pished, I'd tell 'em to SOD OFF!! Fair enough?

It'll do! Thanks Joffa, that will be all for today, I'll talk to you later! Mrs B, thanks for your service and as for our readers: hope u liked it!

▶ Three extra lives for Terra Crestz on the toilet in Joffa's former house. Also note the 'Frobush' to the left.



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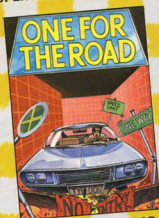
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